

numerical and clear key images included in the numerical keypad image displayed on the liquid crystal display panel **5d** and the touch panel **5k**. And the numerical value input by touching the touch panel **5k** corresponding to the numerical key images is displayed in an input numerical value area **34** formed at an upper position of the numerical keypad image in the numerical keypad device **30**. For example, the touch panel **5k** corresponding to three numerical key images of “3”, “9”, “5” are pressed in this order, the number “395” is displayed in the input numerical value area **34**. Thereafter, the numerical keypad image disappears at the timing that the player operates the start lever **9** or the spin switch **13** or the MAX BET switch **17** and the bet number is recognized as the numerical value “395” by the main CPU **42**, thereby this bet number is displayed in the bet number display part **32**. In the embodiment, the bet number from **1** to **1000** can be directed through the numerical keypad device **30**. And in a case that the bet number is input by the numerical keys, if a false numerical value is input, such value can be corrected by pressing the touch panel **5k** corresponding to the clear key image and again inputting the correct numerical value by touching the touch panel **5k** corresponding to the numerical key images.

[0044] When the bet number is recognized, the main CPU **42** sets the sum calculated by multiplying the bet number with the unit sum corresponding to one bet as the betted money. And based on the operation of the start lever **9** or the spin switch **13** or the MAX BET switch **17** by the player, rotation process of the reels **2** to **4** is done and the slot machine game is started. And in a case that the symbol combination of the winning combination with payout is stopped and displayed along the pay line **L**, the payout corresponding to the betted money which is set by the main CPU **42** is given to the player. Thereby, the credit number is increased or coins are paid out to the coin tray **19**.

[0045] According to the slot machine **1** of the embodiment, as mentioned, when the numerical value is input through the numerical keypad device **30** constructed from the numerical keypad image displayed on the liquid crystal display panel **5d** and the touch panel **5k**, such numerical value is recognized as the betted number by the main CPU **42** and the slot machine game is conducted after the betted money corresponding the recognized bet number is set. Thus, the player can voluntarily set the bet number without being limited to the bet number “1” allotted to the 1-BET switch **16** and the bet number “1000” allotted to the MAX BET switch **17**, as in the conventional slot machine. Therefore, even in a case that the bet number is large, the player can quickly set the bet number without troublesome operation, for example, without pressing the 1-BET switch **16** 395 times in order to conduct the game with 395 bets.

[0046] And in the embodiment, the numerical keypad image is displayed on the liquid crystal display panel **5d** in the reel display window portion **5** which displays the game image of the slot machine **1**, and the player can input the bet number by touching the touch panel **5k** corresponding to each of the numerical key images constructing the numerical keypad device **30** in cooperation with the touch panel **5k**. Therefore, the player can operate the numerical keypad device **30** while seeing the reel display window portion **5** and operability to determine the bet number can be raised.

[0047] Here, in the embodiment, although the bet number is determined by the numerical keypad device **30** every the unit game, the present invention is not limited to this. For example, it may be constructed so that the bet number input

through the numerical keypad device **30** is used as the bet number over a plural times of games and such bet number is used for setting the betted money. That is to say, the bet number input in the present game by the player may be stored as the data in the RAM **44** and the like and it may be provided a repeat bet switch to determine the stored data in the RAM **44** as the bet number in the next games. In this case, in the next games, so long as the bet number is determined by the repeat bet switch without again inputting the bet number through the numerical keypad device **30**, the stored data in the RAM **44** is continued to be used as the bet number. And when the bet number is again input through the numerical keypad device **30**, the data stored in the RAM **44** may be displayed in the bet number display part **32**.

[0048] According to the above construction, in a case that the constant bet number is used over a plural times of games, the player can omit the input operation of the bet number through the numerical keypad device **30** every the unit game, thereby operation in the game can be reduced. As a result, even if the player conducts games for a long time, the player can concentrate in games without feeling fatigue and improvement of motivation for games can be expected.

[0049] And it may be determined corresponding to a gaming state whether or not the bet number input through the numerical keypad device **30** by the player is used for setting the betted money. For example, it is supposed two gaming states, in which the expectation values of the payout paid out to the player in the unit game are different with each other, and it is supposed that the gaming state with lower expectation value is the first gaming state and the gaming state with high expectation value is the second gaming state. At that time, in one of the first gaming state and the second gaming state, the bet number input through the numerical keypad device **30** by the player is used and in the other gaming state thereof the bet number fixedly stored in the ROM **43** is used.

[0050] According to the above construction, there may be a case that the rate for getting coins in the specific gaming state may be controlled.

[0051] And according to the gaming state, it may be conceivable that a range of the bet number which the player can input through the numerical keypad device **30** is changed. For example, in the above first gaming state, the bet number may be selected within the range up to a predetermined first upper limit value (for example, the bet number is 1000) and in the above second gaming state, the bet number may be selected within the range up to a predetermined second upper limit value (for example, the bet number is 100) lower than the above first upper limit value. Further, the second upper limit value may be set higher than the first upper limit value. And a lower limit value of the bet number which the player can input may be changed according to the gaming state.

[0052] According to the above construction, there may be a case that the rate for getting coins in the specific gaming state may be controlled.

[0053] And in the above embodiment, although it is explained the case that operation of the numerical keypad device **30** is detected by the numerical keypad device detection circuit **64** and the detected value is input to the main CPU **42**, thereby the bet number is determined, the present invention is not limited to this. For example, it may be conceivable that the function of the numerical keypad device detection circuit **64** is provided with the touch panel